

FitLynk

RunMate Phases of Implementation



Omar Khater

Phase	Task	Description
Phase 1	Defining Training Program	Create a detailed training program (within a 8 week timeframe). Define how user information (age, weight, gender, activity level, smoker) can affect the program (duration of workout, frequency). NOTE: C25K has simple implementation, with time and distance related workout goals. Including a milestone, gamification elements throughout for motivational purposes.
	Architecture	Ensuring feasibility of tasks/features within the design. This goes for each task in every feature. Small changes in the UI such as: <ul style="list-style-type: none"> <li>- Including a button “What is RunMate” which will then result in either a pop-up or landing page with brief description of the program</li> <li>- Removing the text on top of the select progress panel and image backgrounds, to make the page even more minimalistic.</li> </ul>
	Basic functionality Development	Ensuring the core features (timers for workouts, user information storage, notification systems) are implemented correctly.
	Initial testing	Perform testing to identify issues with use cases and any other technical difficulties
Phase 2	Advance feature implementation	Introduce GPS tracking for outdoor running, to calculate: distance, running pace, route finding. Adding social elements, such as generating posts to share their achievements/milestones with other users in fitlynk.
	Personalization	Features to allow users to customise their training plans. Integrate the app with smart watches and analytics (fitbits, apple watch health, etc)
	UX feedback iterations	Implement relevant feedback from Phase 1.
	Phase 2 testing	Perform testing to identify issues with use cases and any other technical difficulties
Phase 3	Implementing Support	Set up system for user feedback/ query/ issue handling Implementing push notifications to encourage users to stay on track with their training plan.